

Elite Opponents

Variant Lycanthropes

Creature Incarnations
By Robert Wiese



Welcome back to the Creature Incarnations zoo. The good news is that my scouts returned -- with a lot of information. The bad news is that my scouts returned -- as lycanthropes. It took quite a while to confine them, but they are safe to view now. I don't know if I can get them cured, but I have called for priests to help with that. In the meantime, they make great specimens, so let's wander out and take a look at them. Each has three stat blocks, one for each form, so the column is pretty long this month.

d20 Modern: Malleable Troglodyte Werewolf

Unless you use the *Urban Arcana* rules, your choices of lycanthropes in a modern setting are confined to werewolf. But, the malleable template (from *d20 Menace Manual*) gives it an edge that won't be expected by your players. The malleable template is inherited, and in this case the lycanthrope template is acquired.



This creature prefers its hybrid form, since it has the best physical capabilities. If it has to voluntarily change to hybrid form, it must make a successful DC 15 Control Shape check. Unlike a normal troglodyte, this creature likes to get into melee, relying on its obscure damage reduction to survive long enough to tear apart his foes. Remember that it gets its stench in any form.

Malleable Troglodyte Werewolf (Troglodyte Form) CR 5

Medium humanoid (shapechanger)

Init +0; **Senses** darkvision 90 ft.; Listen +10, Spot +9

Languages Draconic

Defense 16, touch 10, **flat-footed** 16

(+6 natural)

hp 38 (4 **HD**); **DR** 5/bludgeoning; **Mas** 16

Fort +12, **Ref** +4, **Will** +4

Action Points 0

Speed 30 ft. (6 **squares**)

Melee 2 claws +4 (1d4+2) and

bite +3 (1d4+1) or

Ranged javelin +3 (1d6+2)

Space 5 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +9

Abilities Str 15, Dex 10, Con 18, Int 10, Wis 13, Cha 10

AL chaos, evil; **Rep** +0

SQ alternate form, malleable form, stench, wolf empathy

Feats Iron Will[B], Multiattack, Nimble[B], Simple Weapons Proficiency[B], Track, Weapon Focus (bite) [B; cannot use Weapon Focus in this form]

Skills Control Shape +2, Disguise +4, Escape Artist +12, Hide +9, Listen +11, Move Silently +2, Sleight of Hand +2, Spot +9, Survival +1 (+5 when tracking by scent)

Malleable Troglodyte Werewolf (Hybrid Form) CR 5

Medium humanoid (shapechanger)

Init +2; **Senses** darkvision 90 ft., scent; Listen +10, Spot +9

Languages Draconic

Defense 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 38 (4 HD); **DR** 5/bludgeoning and 15/silver; **Mas** 20

Fort +12, **Ref** +6, **Will** +4

Action Points 0

Speed 50 ft. (10 squares)

Melee bite +7 (1d6+3) or

Ranged javelin +5 (1d6+3)

Space 5 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Abilities Str 17, Dex 14, Con 18, Int 10, Wis 13, Cha 10

AL chaos, evil; **Rep** +0

SQ alternate form, malleable form, stench, wolf empathy

Feats Iron Will[B], Multiattack, Nimble[B], Simple Weapons Proficiency[B], Track, Weapon Focus (bite)[B]

Skills Control Shape +2, Disguise +4, Escape Artist +14, Hide +11, Listen +10, Move Silently +2, Sleight of Hand +4, Spot +9, Survival +1 (+5 when tracking by scent)

Malleable Troglodyte Werewolf (Wolf Form) CR 5

Medium humanoid (shapechanger)

Init +2; **Senses** darkvision 90 ft., scent; Listen +10, Spot +9

Languages Draconic

Defense 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 38 (4 HD); **DR** 5/bludgeoning and 15/silver; **Mas** 20

Fort +12, **Ref** +6, **Will** +4

Action Points 0

Speed 50 ft. (10 squares)

Melee bite +7 (1d6+3)

Space 5 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Atk Options trip

Abilities Str 17, Dex 14, Con 18, Int 10, Wis 13, Cha 10

AL chaos, evil; **Rep** +0

SQ alternate form, malleable form, stench, wolf empathy

Feats Iron Will[B], Multiattack, Nimble[B], Simple Weapons Proficiency[B], Track, Weapon Focus (bite)[B]

Skills Control Shape +2, Disguise +4, Escape Artist +14, Hide +11, Listen +10, Move Silently +2, Sleight of

Hand +4, Spot +9, Survival +1 (+5 when tracking by scent)

Hook "Though you hide in a corner, I will squeeze behind you and eat you for dinner."

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Alternate Form (Su) A werewolf can shift into wolf form. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Malleable Form (Ex) A malleable creature can look different. It can appear 1 foot taller or shorter than normal, and it can look thinner or fatter. It cannot imitate specific persons. As a full-round action a malleable creature can squeeze through an opening as small as 6 inches square. It moves at one-third of its normal speed while in an enclosed small space, and it cannot take actions until at least half its body has emerged from the space. Objects and clothing worn by the creature are not malleable, and any larger than Tiny are left behind unless every part of the opening is large enough to accommodate them.

Stench (Ex) When a troglodyte is angry or frightened, it secretes a musk-like oily chemical. All living creatures within 30 feet must succeed on a Fortitude save (DC 13) or take a -2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 1 minute.

Wolf Empathy (Ex) In any form, werewolves can communicate and empathize with normal or dire wolves. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Demon Wereboar

You don't meet many half-trolls, probably because whole trolls are a whole lot better. But, the half-troll template (from *Fiend Folio*) has one very good use: It can change the type of an outsider, dragon, or fey (or other things) to giant. And giants can be afflicted with lycanthropy. Thus, we have an outsider (sort of) infected with lycanthropy. The half-troll template is inherited, and in this case the lycanthrope template is acquired.



This ugly creature is equally at home in any form, and it destroys foes with impunity. It cannot summon demons in hybrid or animal forms, but it can use its other spell-like abilities. To imagine what this creature looks like, consider that the half-troll template makes a creature lanky and warty and kind of greenish and gives it stringy hair. Now, stick a boar's head on that and you have this monstrosity in hybrid form.

Half-Troll Half-Babau Dire Wereboar (Babau Form) CR 12

CE Medium giant (chaotic, extraplanar, evil, tanar'ri, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +27, Spot +14

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 26, touch 12, flat-footed 24

(+2 Dex, +14 natural)

hp 172 (14 HD); fast healing 5; **DR** 10/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +18, **Ref** +12, **Will** +14

Speed 30 ft. (6 squares)

Melee 2 claws +20 (1d6+8) and

bite +18 (1d6+4)

Base Atk +12; **Grp** +20

Atk Options Cleave, Power Attack, ferocity, rend 2d4+12, sneak attack +2d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 7th):

At will -- *darkness*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Abilities Str 27, Dex 14, Con 26, Int 12, Wis 15, Cha 14

SQ alternate form, boar empathy, protective slime

Feats Alertness, Cleave, Endurance, Iron Will, Multiattack, Power Attack

Skills Climb +8, Disable Device +6, Hide +15, Listen +27, Move Silently +15, Open Lock +7, Search +9, Sleight of Hand +7, Spot +14

Half-Troll Half-Babau Dire Wereboar (Hybrid Form) CR 12

CE Large giant (chaotic, extraplanar, evil, tanar'ri, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +27, Spot +14

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 25, touch 11, flat-footed 23

(-1 size, +2 Dex, +14 natural)

hp 172 (14 HD); fast healing 5; **DR** 10/cold iron or good and 5/silver

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +21, **Ref** +12, **Will** +14

Speed 30 ft. (6 squares)

Melee 2 claws +27 (1d6+16) and

bite +18 (1d8+8)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +32

Atk Options Cleave, Power Attack, ferocity, rend 2d4+24, sneak attack +2d6

Spell-Like Abilities (CL 7th):

At will -- *darkness*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Abilities Str 43, Dex 14, Con 32, Int 12, Wis 15, Cha 14

SQ alternate form, lycanthropic empathy, protective slime

Feats Alertness, Cleave, Endurance, Iron Will, Multiattack, Power Attack

Skills Climb +16, Disable Device +6, Hide +11, Listen +27, Move Silently +15, Open Lock +7, Search +9, Sleight of Hand +7, Spot +14

Half-Troll Half-Babau Dire Wereboar (Dire Boar Form) CR 12

CE Large giant (chaotic, extraplanar, evil, tanar'ri, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Listen** +27, **Spot** +14

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +12 natural)

hp 172 (14 HD); fast healing 5; **DR** 10/cold iron or good and 5/silver

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +21, **Ref** +12, **Will** +14

Speed 40 ft. (8 squares)

Melee gore +27 (1d8+24)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +32

Atk Options Cleave, Power Attack, ferocity, sneak attack +2d6

Spell-Like Abilities (CL 7th):

At will -- *darkness*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Abilities Str 43, Dex 14, Con 32, Int 12, Wis 15, Cha 14

SQ alternate form, lycanthropic empathy, protective slime

Feats Alertness, Cleave, Endurance, Iron Will, Multiattack, Power Attack

Skills Climb +16, Disable Device +6, Hide +11, Listen +27, Move Silently +15, Open Lock +7, Search +9, Sleight of Hand +7, Spot +14

Hook "Sneak, rend, gore, bite . . . the possibilities for killing are endless."

Ferocity (Ex) This creature is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Rend (Ex) If this creature hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals extra points of damage.

Summon Tanar'ri (Sp) 40% chance to summon 1 babau; 1/day; caster level 7th. This ability is the equivalent of a 3rd-level spell.

Alternate Form (Su) A dire wereboar can shift into dire boar form. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A dire wereboar also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Boar Empathy (Ex) In any form, dire wereboars can communicate and empathize with normal or dire boars. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Protective Slime (Su) A slimy red jelly coats the creature's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 25 Reflex save (DC 28 in hybrid and animal forms) to avoid taking this damage. A creature who strikes the creature with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 25 Reflex save (DC 28 in hybrid and animal forms). The save DCs are Constitution-based.

Bugbear Werewolf Wendigo

The wendigo (from *Fiend Folio*) is an acquired template, so the lycanthrope template is used as an inherited template for this creature. Thus, a lycanthropic fey. Because the wendigo has only a bite attack, the dire wolf is a natural choice for a base animal for the lycanthrope. It would be cool to use the tyrannosaurus rex as the base animal, but it is too big compared to the bugbear.

This creature prefers hybrid or animal form simply because it can give the victim lycanthropy in addition to the other bite effects. It can freely change between forms, and it uses the best form for the task at hand. Its fly speed is not affected by the choice of form, so as a flying wolf or a flying bugbear he is equally fast and nasty.

Bugbear Werewolf Wendigo (Bugbear Form) CR 10

NE Medium fey (shapechanger, cold) barbarian 2

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

Languages Common, Goblin

AC 22, touch 17, flat-footed 16; uncanny dodge

(+6 Dex, +1 deflection, +5 natural)

hp 162 (11 HD); regeneration 5

Immune cold

Fort +15, **Ref** +14, **Will** +10

Weakness fire

Speed fly 120 ft. (perfect) (24 squares)

Melee bite +15 (1d6+8/18-20/x3)

Base Atk +9; **Grp** +14

Atk Options rage 1/day (11 rounds)

Special Actions curse of lycanthropy, disease, maddening whispers, ravenous bite

Abilities Str 21, Dex 23, Con 22, Int 8, Wis 14, Cha 12

SQ alternate form, corner of the eye, wind walk, wolf empathy

Feats Alertness, Iron Will[B], Run, Track, Weapon Focus (bite), Weapon Focus (morningstar)

Skills Hide +17, Listen +13, Move Silently +21, Spot +13, Survival +10

When raging, the following changes apply to the above statistics.

AC 20, touch 15, flat-footed 14

hp 184 (11 HD)

Fort +17, **Will** +12

Melee bite +17 (1d6+10/18-20/x3)

Grp +16

Abilities Str 25, Con 26

Bugbear Werewolf Wendigo (Hybrid Form) CR 10

NE Large fey (shapechanger, cold) barbarian 2

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

Languages Common, Goblin

AC 23, touch 18, flat-footed 15; uncanny dodge

(-1 size, +8 Dex, +1 deflection, +5 natural)

hp 162 (11 HD); regeneration 5; **DR** 5/silver

Immune cold

Fort +18, **Ref** +16, **Will** +10

Weakness fire

Speed fly 120 ft. (perfect) (24 squares)

Melee bite +21 (1d6+18/18-20/x3)

Base Atk +9; **Grp** +25

Atk Options rage 1/day (14 rounds)

Special Actions curse of lycanthropy, disease, maddening whispers, ravenous bite

Abilities Str 35, Dex 27, Con 28, Int 8, Wis 14, Cha 12

SQ alternate form, corner of the eye, wind walk, wolf empathy

Feats Alertness, Iron Will[B], Run, Track, Weapon Focus (bite), Weapon Focus (morningstar)

Skills Hide +15, Listen +13, Move Silently +23, Spot +13, Survival +10

When raging, the following changes apply to the above statistics.

AC 21, touch 16, flat-footed 13

hp 184 (11 HD)

Fort +20, **Will** +12

Melee bite +23 (1d6+21/18-20/x3)

Grp +27

Abilities Str 39, Con 32

Bugbear Werewolf Wendigo (Dire Wolf Form) CR 10

NE Large fey (shapechanger, cold) barbarian 2

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

Languages Common, Goblin

AC 23, touch 18, flat-footed 15; uncanny dodge

(-1 size, +8 Dex, +1 deflection, +5 natural)

hp 162 (11 HD); regeneration 5; **DR** 5/silver

Immune cold

Fort +18, **Ref** +16, **Will** +10

Weakness fire

Speed fly 120 ft. (perfect) (24 squares)

Melee bite +21 (1d6+18/18-20/x3)

Base Atk +9; **Grp** +25

Atk Options rage 1/day (14 rounds), trip

Special Actions curse of lycanthropy, disease, maddening whispers, ravenous bite

Abilities Str 35, Dex 27, Con 28, Int 8, Wis 14, Cha 12

SQ alternate form, corner of the eye, wind walk, wolf empathy

Feats Alertness, Iron Will[B], Run, Track, Weapon Focus (bite), Weapon Focus (morningstar)

Skills Hide +15, Listen +13, Move Silently +23, Spot +13, Survival +10

When raging, the following changes apply to the above statistics.

AC 21, touch 16, flat-footed 13

hp 184 (11 HD)

Fort +20, **Will** +12

Melee bite +23 (1d6+21/18-20/x3)

Grp +27

Abilities Str 39, Con 32

Hook "With my speed, you won't even see me coming before my teeth sink into your flesh and bring disease and death."

Regeneration (Ex) Fire does normal damage to a wendigo.

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Curse of Lycanthropy (Su) Any humanoid or giant hit by this creature's bite attack (while it's in animal or hybrid form) must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex) Bite, Fort DC 20 negates, incubation period 1d3 days, damage 1d3 Wis each day. Additionally, each day the victim takes Wisdom damage he must make a successful Will save DC 16 or be overwhelmed with an insatiable hunger for the flesh of its own race. The victim stalks and tries to kill the closest member of its own race; if it does, it feeds on victim's body and returns home with no memory of the event. If a victim of this hunger is reduced to a 0 Wisdom, he transforms into a wendigo immediately and races off into the night sky at such a speed that his feet burn away into charred stumps.

Maddening Whispers (Su) A wendigo may use this ability on any one target within 120 feet once per day, and can use the ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful DC 16 Will save or take 1d3 points of Wisdom damage. A wendigo will stop stalking a victim that resists this power for three days running and it will seek easier prey.

Ravenous Bite (Ex) A wound resulting from a critical hit by the wendigo's bite bleeds for an additional 3 points of damage per round thereafter. Multiple wounds results in cumulative bleeding loss. The bleeding can be stopped only by a successful Heal check (DC 10) or the application of any spell that heals hit point damage.

Alternate Form (Su) A dire werewolf can shift into dire wolf form. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A dire werewolf also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Corner of the Eye (Su) A wendigo that stalks its victim while wind walking always seems to lurk just at the edge of its victim's field of vision. The victim takes a -2 penalty to all Wisdom-based skill checks as long as the wendigo stalks him.

Wind Walk (Su) A wendigo can wind walk at will, changing from physical form to incorporeal form as a move action.

Wolf Empathy (Ex) In any form, dire werewolves can communicate and empathize with normal or dire wolves. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the **RPGA** Network for almost seven years, overseeing the creation of the *Living Greyhawk* and *Living Force* campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he is still involved in writing, organizing conventions, and playing. He also models proteins for the Biochemistry Department of the University of Nevada, Reno and spends as much time as possible with his wife and many pets.

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